

# STRANGER THINGS

## DEMOGORGON

The Stranger Things Demogorgon is a predatory creature from the Upside Down, a dark reflection of the world also known as the Plane of Shadow.

**Faceless Killer.** The Stranger Things Demogorgon is tall and thin with a humanoid figure. It's "face" has no facial features and opens like a flower to reveal nothing but teeth. It bears clawed feet and hands along with a body that appears covered in shiny liquids.

**Denizen of the Upside Down.** The Stranger Things Demogorgon hails from The Upside Down, or Vale of Shadows; a dimension that is a dark reflection, or echo, of our world. It is a place of decay and death, a plane out of phase. The Upside Down is dimly lit, with ropy, root-like veins growing over many surfaces. The air is filled with what appear to be feathery spores. The only "living" entity is the Stranger Things Demogorgon.



### WHAT THE DUFFER BROS. HAVE SAID ABOUT THE STRANGER THINGS DEMORGORGON

"We don't want to reveal much, other than to say it is an interdimensional being that has more in common with the shark from Jaws than Pennywise from It. When the monster enters our dimension, it's like a shark breaching the water. Very much like a shark, it drags its prey back into its home, where it feeds. Each time it enters our world, it leaves a small tear, or wound. That's what Joyce found in her wall in episode 4, and Nancy found in the tree in episode 5. These tears are almost like portholes into the Upside Down. But they don't last very long. Like wounds, they eventually heal and seal up."

## STRANGER THINGS DEMORGORGON

*Large aberration, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	5 (-3)	10 (+0)	11 (+0)

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Condition Immunities** charmed, frightened, poisoned

**Senses** blindsight 240ft. (blind beyond this radius)

**Languages** None

**Challenge** 6 (2300 XP)

**Spider Climb.** The Stranger Things Demogorgon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Upside Down Jaunt.** The Stranger Things Demogorgon can use an action to transport itself and a creature it is grappling to the Upside Down, creating a portal into the Upside Down which lasts 1d8 hours.

**Blood Frenzy.** The Stranger Things Demogorgon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

### Actions

**Multiattack.** The Stranger Things Demogorgon makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage. Instead of dealing damage, the Stranger Things Demogorgon can grapple the target (escape DC 15).

**Frightful Presence.** Each creature of the Stranger Things Demogorgon's choice that is within 120 feet of it and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Stranger Things Demogorgon's Frightful Presence for the next 24 hours.